

In Flash Builder, create a new Flex application project

Choose a name and target a SDK (4.0 or higher)

New Flex Project

Create a Flex project.

Choose a name and location for your project.

Project Location | Server Settings | Build Paths


Project name:


Project location

☒ Use default location

Folder:

Application type

☒  Web (runs in Adobe Flash Player)

☐  Desktop (runs in Adobe AIR)

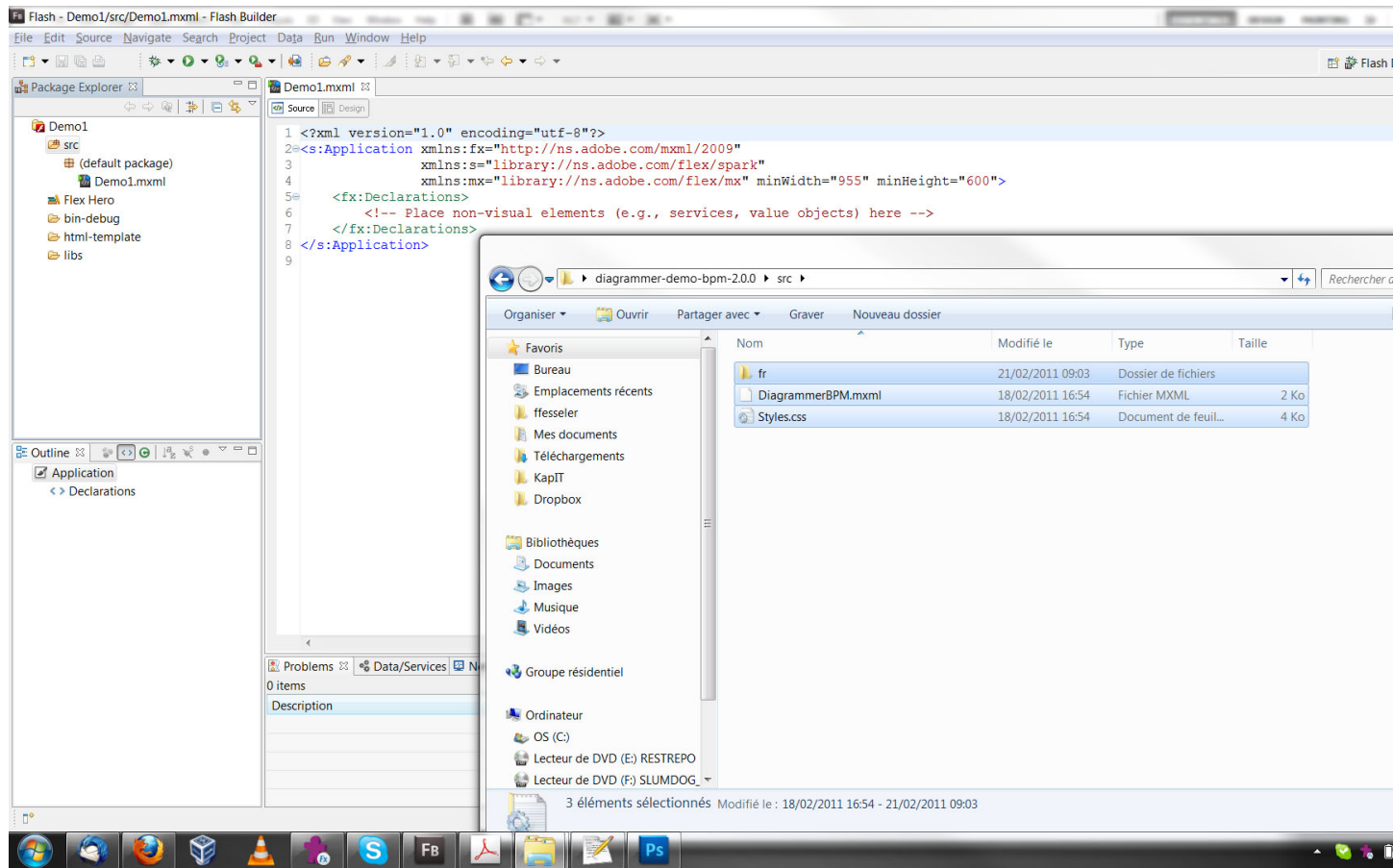
Flex SDK version

☒ Use default SDK (currently "Flex Hero") [Configure Flex SDKs...](#)

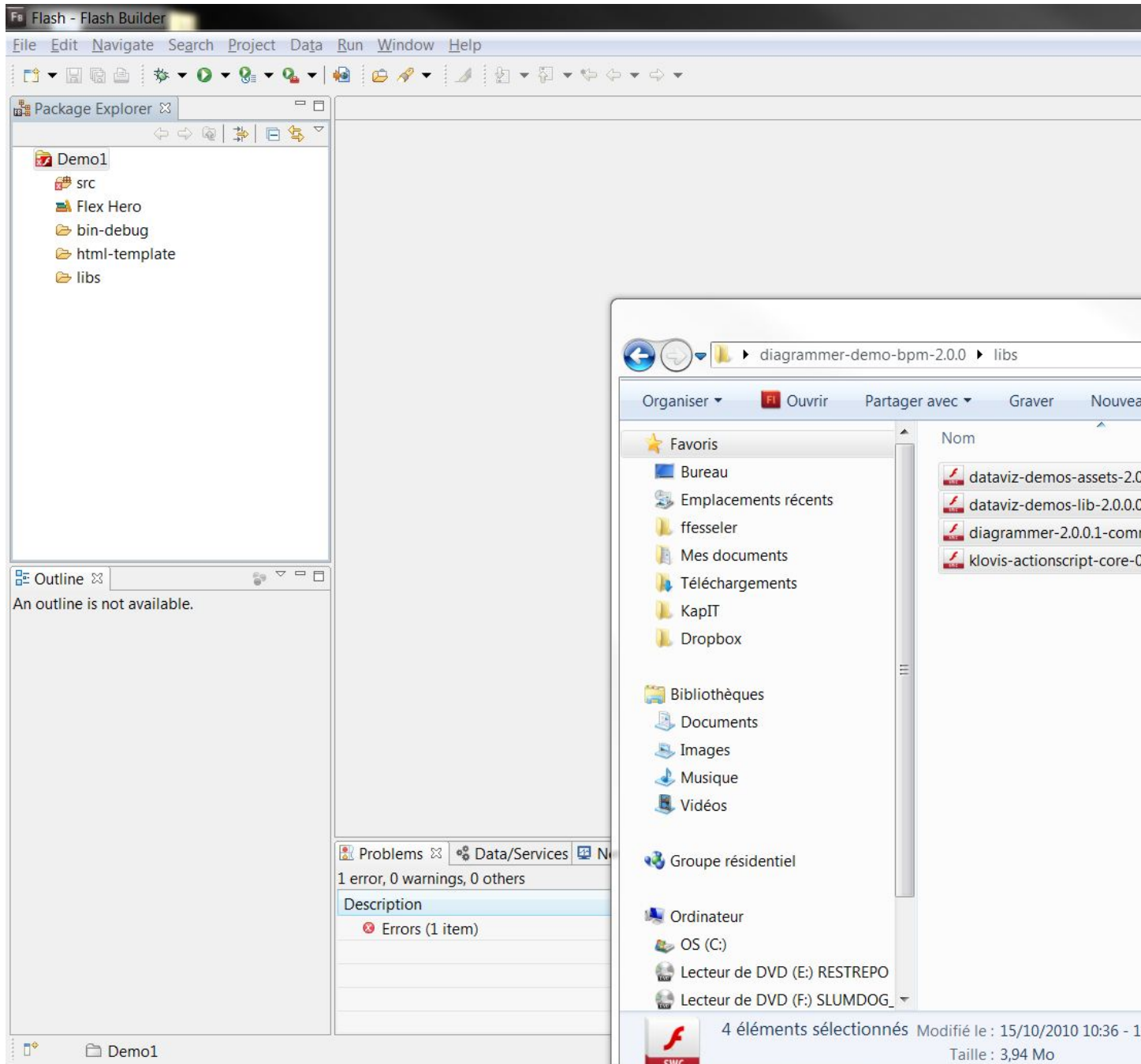
☐ Use a specific SDK:

Flex Hero requires Adobe Flash Player 10.

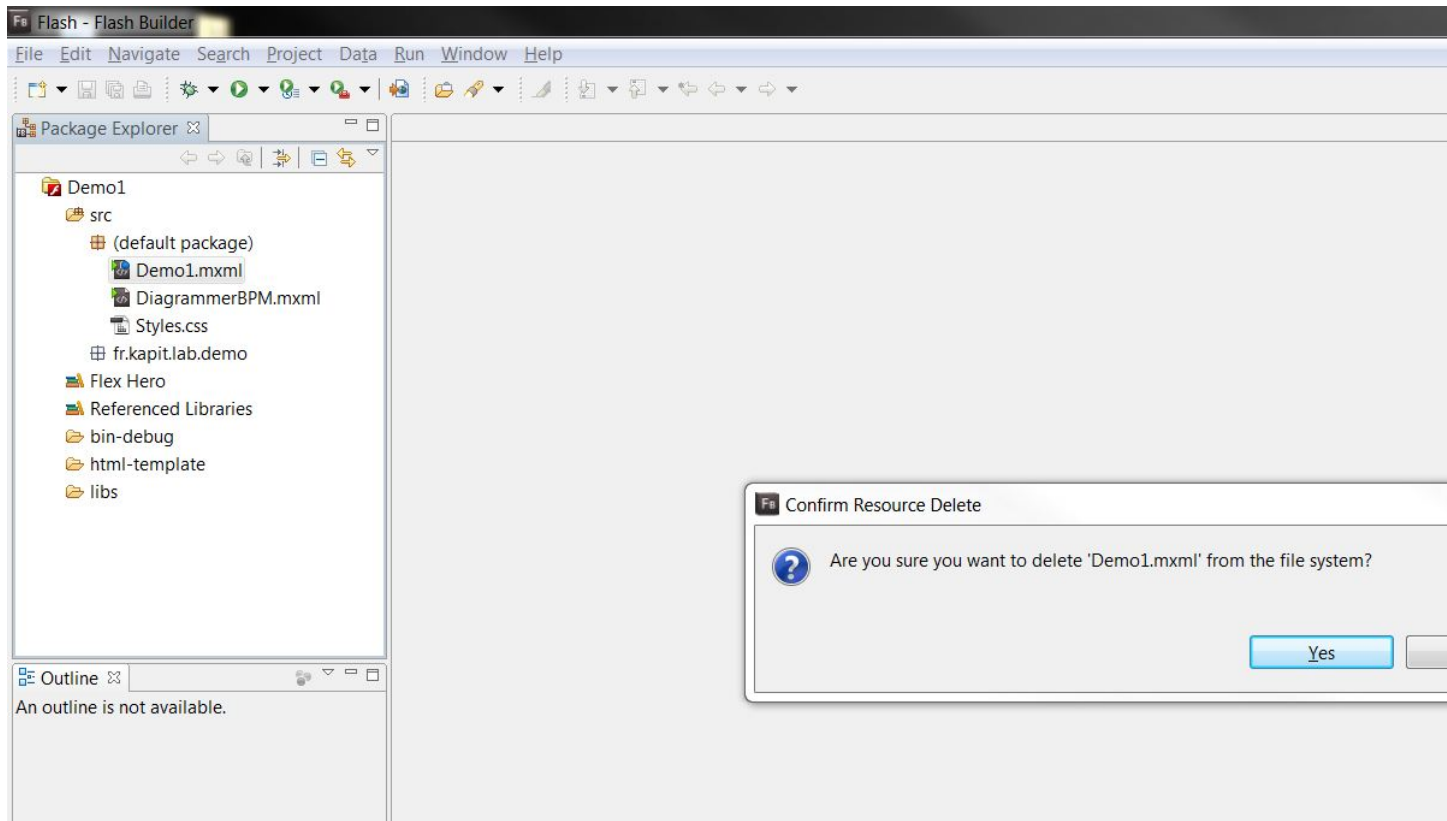
Copy files and folders from the demo src folder to the flash builder project src folder



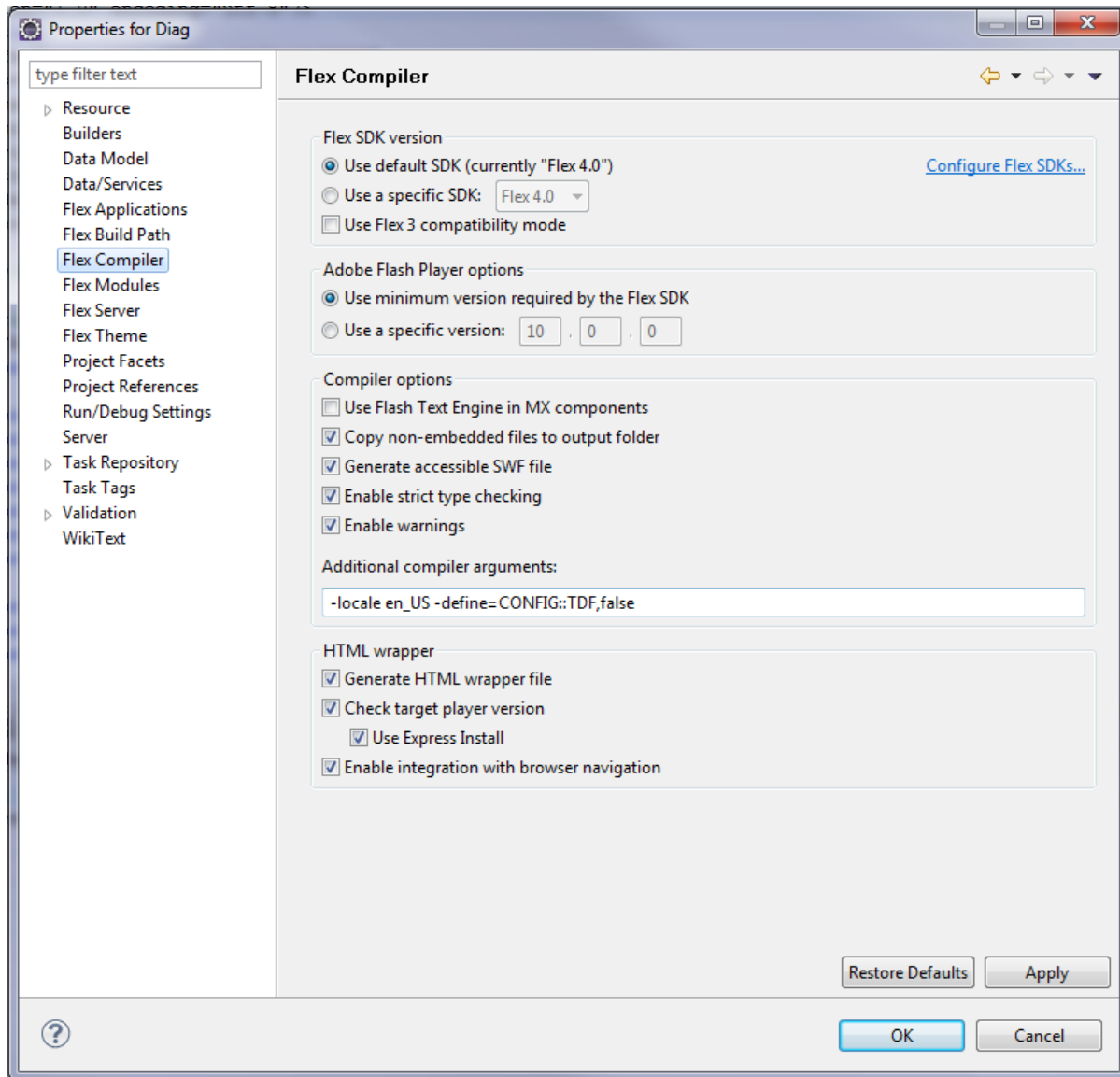
Copy swc files from the demo libs folder to the flash builder project libs folder



Remove the auto generated MXML File



Add the following argument to the compiler: “-define=CONFIG::TDF,false” as shown below.



You can now run the demo